variable number of distractor sounds (e.g. trumpets). Every sound came from a different direction, and the participant tried to determine where the target sound was coming from. After they made their response, the next trial would begin with a new randomized position for the target and the distractors. Between trials, I manipulated the number of distractors and the similarity between the target sound and the distractor sounds. In each trial, I measured participants' reaction time, and I used those data to analyze how my main variables affected performance on the search task. I predicted that pitch would show a pop-out effect in this task. Specifically, I hypothesized that trials where the target and distractors differed in pitch would see lower reaction times overall, and would also be unaffected by the number of distractors. Contrarily, trials where the target and distractor were the same pitch would see higher reaction times overall, and would also be affected significantly by the number of distractors.

Analysis of the data set as a whole showed strong support for my predictions. Trials with differing pitches had overall lower reaction times, and these reaction times were relatively stable across the number of distractors. However, tri

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